

## TENTATIVE CRM COURSE SCHEDULE

<i>Merit Badge / Courses</i>	<b>9:15 – 10:05</b>	<b>10:15 – 11:05</b>	<b>11:15 – 12:05</b>	<b>2:00 - 2:50</b>	<b>3:00 - 3:50</b>	<b>4:00 - 4:50</b>
American Heritage			x			x
Animal Science				x		
Archery	x	x	x	x	x	x
Art and Music	x		x			
Astronomy	x	x				
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study	x		x			
BSA Lifeguard (ALL DAY – FULL WEEK)						
COPE (3 CONSECUTIVE PERIODS)						
Camping A	x	x	x	x	x	x
Camping B	x	x	x	x	x	x
Canoeing						
Chemistry						
Cinematography				x	x	x
Citizenship in the Nation	x	x		x	x	x
Citizenship in the World		x	x	x	x	x
Climbing (3 CONSECUTIVE PERIOS)						
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking						
Electricity						x
Electronics					x	x
Emergency Preparedness	x	x	x	x		x
Energy			x	x		
Engineering					x	x
Environmental Science						
Environmental Science						
Epic Adventure (ALL DAY – FULL WEEK OFF SITE)						
Fire Safety	x	x	x	x		x
First Aid	x		x	x	x	x
First Aid	x	x	x	x		x
Fish & Wildlife Management			x			
Fishing				x	x	x
Fly Fishing	x	x				
Forestry / Plant Science	x	x				
Geocaching TBA						
GOLD RUSH! (ALL DAY – FULL WEEK)						
Indian Lore	x		x	x	x	x
Lifesaving						
Mammal Study / Insect Study					x	x
Metalwork		x	x	x	x	x

*This schedule is TENTATIVE. The updated version will appear on the website in time for online coursework*

## TENTATIVE CRM COURSE SCHEDULE Cont'd

<i>Merit Badge / Courses</i>	<b>9:15 – 10:05</b>	<b>10:15- 11:05</b>	<b>11:15 –12:05</b>	<b>2:00 - 2:50</b>	<b>3:00 - 3:50</b>	<b>4:00 - 4:50</b>
<b>Mountain Trek (ALL DAY – FULL WEEK OFF SITE)</b>						
<b>Nature</b>			x	x		
<b>Nuclear Science</b>						
<b>Orienteering</b>						
<b>Personal Fitness</b>	x	x	x			
<b>Photography</b>	x	x				
<b>Pioneering</b>						
<b>Radio</b>	x	x				
<b>Reptile &amp; Amphibian</b>				x	x	x
<b>Rifle</b>	x	x	x	x	x	x
<b>Rowing</b>	x	x	x	x	x	x
<b>SL Aquatics Outpost (WW Canoe, Sailing, Motor Boating &amp; Water Skiing) (ALL DAY – FULL WEEK OFF SITE)</b>						
<b>Salesmanship</b>		x			x	
<b>Shotgun</b>			x	x		
<b>Shotgun</b>						
<b>Small Boat Sailing</b>						
<b>Soil and Water Conservation / Geology</b>				x		x
<b>Space Exploration</b>			x			
<b>Swimming</b>						
<b>Swimming</b>						
<b>Swimming Clinic</b>			x			x
<b>TNT - Tenderfoot</b>						
<b>TNT – Second Class</b>						
<b>TNT – First Class</b>		x				
<b>Theater</b>				x	x	x
<b>Weather</b>			x			
<b>Whitewater K.R. (ALL DAY – FULL WEEK OFF SITE)</b>						
<b>Wilderness Survival</b>						
<b>Woodcarving</b>	x	x	x	x	x	x
		=		No class this period		
	x	=		Single-period class		
		=		Two-period class		
		=		Three-period class		
		=		Full-day class		

This schedule is TENTATIVE. The updated version will appear on the website in time for online coursework

# CRM Course Catalog

Photocopy the Course Catalog so your Scouts can "Be Prepared"

Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
11years old or Older or First year	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work to earn both MB	Approx. \$27.00 to purchase kits from the Trading Post	Handicraft Center
	Composite Materials			\$10.00	Technology Shelter
	Energy	Must have notebook	Requirement 4	none	Technology Shelter
	Engineering	Bring a broken household device to dismantle and have a notebook		none	Technology Shelter
	First Aid <b>ER</b>		Requirement 1, 2d, 6c	none	Beaver Shelter
	Fishing	Please bring your personal gear/ no license required Obtain the fishing regulations from where you live and bring a copy to class with you.	Requirement 7	none	Ballard Cabin
	Indian Lore	Kits vary, and are available in the trading post	Approx \$12 - \$24 to purchase kits in Trading Post		Fox Shelter
	Mammal Study / Insect Study		Requirement 7 (Insect Study)	none	Nature Lodge
	Metalwork		Requirement 4	\$3	Handicraft Center
	Nature			none	Nature Lodge
	Personal Fitness <b>ER</b>	Requirements 7 & 8 will be started but <u>not completed</u> at camp	Requirement 1,a, 1b, 8 & 9	none	Fox Shelter
	Swimming <b>ER</b>	A long sleeve shirt, long pants, belt, shoes and socks are required for class	Pass BSA Swim Test	none	Water Front
	Swimming Clinic	This is <b>NOT</b> a merit badge	for non swimmers, beginners, or learn advanced skills	none	Water Front
	TNT, Tenderfoot	This is a three period class (1,2, & 3 period) for New Scouts		none	Eagle/Bobwhite Shelter
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none	Eagle/Bobwhite Shelter
	TNT, First	This is a one period class (2nd) for 2nd Class Scouts		none	Eagle/Bobwhite Shelter
	Woodcarving	Scouts should have a knife suitable for carving and a Totin Chip	Approx. \$7.00 to purchase kit in Trading Post		Handicraft Center
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
12 years old or Older or Second year	American Heritage		Requirement 3 & 4	none	Ballard Cabin
	Animal Science			none	Technology Shelter
	Archery	Includes materials, bowstring, arrow kit components, etc	Requirement 1c (local and state laws)	\$17	Shooting Ranges
	Art / Music	Scouts will work to earn both MB's		none	Handicraft Center
	Astronomy	Binoculars recommended	Requirement 5b	none	Nature Lodge
	Bird Study	Bring your own binoculars	Requirements 5, 7b & 8	none	Nature Lodge
	Camping <b>ER</b>	This badge can be partially completed at camp, bring camping gear	Requirements 4b, 5e, 7b 9 prior to camp	none	Bear Shelter

**ER= Eagle Required**

Highlighted Additional Cost are collected at Camp at Check-in

*We have designated our classes by suggesting camper years and age.*

# CRM Course Catalog Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
12 years old or Older or Second year	Canoeing		Pass BSA Swim Test	none	Water Front
	Cinematography			none	Dining Hall
	Cooking	This is a two period class	Fire Building skills, complete requirement 7 prior to camp	none	Dining Hall
	Electricity		Requirement 2 & 8	none	Technology Shelter
	Electronics			\$10.00	Technology Shelter
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none	Dining Hall
	Fire Safety		Requirements 6a, 11 & 12	none	Buffalo Shelter
	Fish & Wildlife Mgt		Requirements 5, 7 & 8	none	Nature Lodge
	Forestry / Plant Science			none	Nature Lodge
	Lifesaving ER		Pass BSA Swim Test 2nd class 7a-c, 1st class 9a-c	none	Water Front
	Orienteering	Scouts must provide their own compass		none	Bear Shelter
	Photography		Bring your own Digital Camera	none	Dining Hall
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c, 8a	none	Bear Shelter
	Radio			none	Technology Shelter
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring findings with you	none	Nature Lodge
	Rifle Shooting	Includes targets, ammo, ear & eye protection	Requirement 1d, 1f (local and state laws)	\$23	Shooting Ranges
	Rowing		Pass BSA Swim Test	none	Water Front
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none	Trading Post
	Small Boat Sailing		Pass BSA Swim Test	none	Water Front
	Soil & Water Cons / Geology			none	Nature Lodge
	Space Exploration	Includes material, Rocket kit, and engines	Approx \$7.00 to purchase kt from Trading Post		Technology Shelter
	Theater		Requirement 1	none	Amphitheater
	Weather			none	Nature Lodge
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight		none	Bear Shelter

ER = Eagle Required

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We have designated our classes by suggesting camper years and age.

# CRM Course Catalog Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
13 years old or Older or Third year	Chemistry	Must have note book		\$5	Technology Shelter
	Citizenship in the Nation <b>ER</b>	Back by popular demand! Strictly limited in size for quality control.	Requirements 2 & 3	none	Fox Shelter
	Citizenship in the World <b>ER</b>		We plan to have an international Camp Staffer for 7c	none	Owl Shelter
	Communications <b>ER</b>		Requirement 5 & 8	none	Fox Shelter
	Environmental Science <b>ER</b>	Course requires 5 hours of class time as well as indepent observation		none	Nature Lodge
	Fly Fishing	No equipment necessary must catch 1 fish at camp	Fishing MB	\$15	Ballard Cabin
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none	Technology Shelter
	Shotgun <b>VR</b>	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$30	Shooting Ranges
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
14 years old or Older or Fourth year	<b>Aquatics OutPost Program</b>	<b>HA Full Week Program Sailing Cruise, Power Boat Extreme &amp; Whitewater Canoeing</b>	Pass BSA Swim Test	\$45	Headquarters Building Porch
	<b>BSA Lifeguard VR</b>	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 14 years old	none	Water Front
	<b>C.O.P.E. VR</b>	<b>HA Half-Day Program</b>		\$25	Headquarters Building Porch
	<b>Climbing VR</b>	<b>HA</b>		\$30	Headquarters Building Porch
	<b>EPIC Adventure</b>	<b>HA ALL Day Off Site</b>		\$65	Headquarters Building Porch
	<b>Gold Rush!</b>	<b>LIVE LIKE THE EARLY SETTLERS IN THE 1800'S</b>	See Gold Rush Page	\$45	Ballard Cabin
	<b>MountainTREK! VR</b>	<b>HA Full Week Program Bartram Trail or Appalachian Trail</b>	Previous Hiking Experience See Leaders Guide	\$35	Headquarters Building Porch
	<b>Whitewater K.R.</b>	<b>HA ALL Day This is an OFF SITE Program</b>		\$75	Water Front

**ER** = Eagle Required

**VR** = Venturer, Ranger Core or Elective

**HA** = High Adventure

Highlighted Additional Cost are collected at Camp at Check-in

We have designated our classes by suggesting camper years and age.

## Course Fees Breakdown

Some Merit Badge and Advancement programs offered at Camp Rainey Mountain have either an associated additional fee or require that a Scout purchase a kit or materials in the trading post upon arrival. This chart designates which fees should be paid with the balance of your camper fees and which fees simply require Scouts to bring additional cash for a trading post purchase. Please **DO NOT** collect trading post purchase money to be included with campers fees. **Trading post items cannot be pre-purchased or credited from campers fees.**

Additional fees due with balance of fee payment or upon arrival at camp:

▪ Metalwork -	\$ 3.00	▪ Climbing -	\$30.00
▪ Archery –	\$17.00	▪ COPE -	\$25.00
▪ Rifle -	\$23.00	▪ Mountain Trek -	\$35.00
▪ Shotgun -	\$30.00	▪ Whitewater K.R. -	\$75.00
▪ Fly Fishing -	\$15.00	▪ Epic Adventure	\$65.00
▪ Electronics -	\$10.00	▪ Aquatics Outpost -	\$45.00
▪ Chemistry -	\$ 5.00	(Power Boat Extreme, Sailing, and Whitewater Canoeing)	
▪ Composite Materials -	\$10.00		
▪ Gold Rush -	\$45.00		

**Individual Scouts should bring these fees to camp with them for Trading Post Purchase:**

- Basketry & Leatherwork - \$27.00
- Woodcarving - \$ 7.00
- Indian Lore - \$12.00 – \$24.00
- Space Exploration - \$ 7.00

## Whitewater Raft Trip

**Nantahala Raft Trip** is an optional excursion which takes place on Thursday afternoon. Units have until Sunday of arrival to register. Cost is \$38.00 without transportation and \$50.00 with transportation per person which includes a guide assisted tour, a patch, and a box dinner. Fully guided tours require an additional fee. Units must transport themselves to and from the outfitter, unless they have paid for transportation. Location is approximately 1 ½ hours from camp. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

**Ocoee Raft Trip** is an optional excursion which takes place on Thursday afternoon. Units have until Sunday of arrival to register. **Minimum age of 12 years.** The size of this group is limited, pre-registration is required by indicating the number of Scouts and adults participating. Cost is \$44.00 without transportation and \$56.00 guided with transportation per person which includes a tour, a patch, and a box dinner. Units must transport themselves to and from the outfitter, unless they have paid for transportation. Location is approximately 1 ½ hours from camp. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

**\* (Whitewater Prices subject to change see the update in the spring)**

